

First, the philosophy of approach to computer and information technology At the stage of general secondary education.

(2014/2015)

Based approach to computer and information technology in public lower secondary education on the educational philosophy on the following:

- 1. Basic skills to deal with modern technology you need to with the capacity to achieve educational goals.**
- 2. Computer tool that serves all modern curricula and integrate with them to achieve educational goals.**
- 3. Article computer technology and information in the certificate of completion**
- 4. of the second cycle of basic education is a learning experience necessary progress towards the optimal use of complementary to enter high school.**
- 5. Develop the study of computer concepts and skills to accommodate potential future rapid developments and to benefit from them.**

Second: The general objectives of the teaching of computer and information technology.

- 1. Provide students with appropriate knowledge and scientific skills and basic technology-related information.**
- 2. Development of scientific thinking skills essential.**
- 3. Acquire the ability to use technical innovations and multimedia, and using them as tools to serve the different subject areas and integration with them.**
- 4. Training students to work in a team through the exercise of computer technology.**
- 5. Students develop the skills of self to reach the correct information for themselves through the use of the computer.**
- 6. Develop awareness among students of the importance of computer use in all areas of life.**
- 7. The acquisition of concepts, skills and attitudes to computer technology, which transcends aesthetic aspects of taste and art.**
- 8. Students appreciate the role played by the computer in daily life.**
- 9. Personal Development Egyptian able to meet the challenges of technology and information revolution.**
- 10. Raise students' awareness of the concept of information ethics and rules of safe use of the Internet.**
- 11. Development of students' awareness of the concept of second-generation Web services.**
- 12. Development of students' ability to apply the rules of safe use in dealing with the Internet to protect themselves and their equipment problems.**
- 13. Providing students with the skills of the policy of acceptable use of the Internet.**
- 14. Giving students the basics of protection from infringement mail.**
- 15. Raise the awareness of students to seek help from individuals and the appropriate bodies to assist them in handling problems of life associated with the Internet.**

Specific objectives of the rule the computer and information technology for first Prep.

At the end of the school year the student should be able to:

- 1. Recognize the different uses of computers in our daily lives.**
- 2. .Recognize the components of the computer.**
- 3. Distinguishes between the components of the computer.**
- 4. Interacts with the components of the computer.**
- 5. Have sufficient knowledge of the most important concepts of the Internet.**
- 6. Knows the importance of operating systems.**
- 7. Distinguishes between the search for a file, component material, a person using the operating system.**
- 8. Grown writing skills, coordination and planning through the pages of a word processor.**
- 9. Assistant grown skill use and automatic formatting.**
- 10. Grown the capacity of self-learning.**
- 11. Grown the capacity of scientific thinking in the proper use of computer programs.**
- 12. Grown skill and design innovation.**
- 13. Links between theoretical study and the study process and how to employ the theoretical study of life in the process.**
- 14. Known as the ethics of information.**
- 15. Known as information security and its importance.**
- 16. Identifies the problems faced when dealing with the Internet.**

17. Protect his computer from these problems while dealing with the Internet.
18. Protects itself from these problems while dealing with the Internet.

Teacher

Prompt

Manager of School

Specific objectives of the rule the computer and information technology for second Prep.

At the end of the school year the student should be able to:

1. Determine the purpose of the spreadsheet.
2. Determine when to use spreadsheet program.
3. With the spreadsheets.
4. Describes the nature of the book.
5. Baldfter roam.
6. Move the cell pointer using the mouse or keyboard.
7. Intervention data.
8. Reservation book.
9. Close your spreadsheet.
10. Define (working paper - row / rows - columns / column - cells).
11. Include (working paper - row / rows - columns / column - cells).
12. Delete (working paper - row / rows - columns / column - cells).
13. Coordinates and paper work.
14. Coordinate columns.
15. Coordinate rows.
16. Coordinates of the cells.
17. Explains the basics of the formula.
18. Remember the benefits of using the formula.
19. Alaksil program used to make a calculation.
20. . Modify the formula.
21. . Use the addresses of cells (cell reference) in the formula.
22. . Alaksil program used in the conduct of computing.
23. . Apply the formulas in the program Alaksil.
24. Formulas are calculated according to the priorities of the calculations.
25. SUM ,AVERAGE ,MIN , MAX,COUNTA, COUNT . Use the functions SUM, AVERAGE, MIN, MAX, COUNTA, COUNT.
26. . Copy formulas.
27. . Include a chart in the worksheet.
28. . Options modify the graph.
29. Delete graph.

30. **Page Setup . Page is printed before the Page Setup.**
31. **. Change the printing options to get the best result for printing.**
32. **Print Preview . Inspect the worksheet before you print the Print Preview.**
33. **. Print the worksheet, or a specific part of the worksheet.**

Teacher

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Specific objectives of the rule the computer and information technology for third Prep.

At the end of the school year the student should be able to:

1. **Solve the problem - Problem Solving Stages -Flowchart**
2. **Simple Flowcharts**
3. **In the flow maps: Decision to use branching decision-making use Iterative loops in the flow maps.**
4. **Visual Basic .Net Language - NET framework.**
5. **The most important components of the IDE screen - New Project**
6. **Add window form - A new project (Project).**
7. **Conservation Project in one of the storage media.**
8. **Add a project-New resolve - Properties Controls**
9. **Code Window-Event Handler**
10. **Adjust properties programmatically.**
11. **Data Definition Data**
12. **Data Types - Variables - Assignment - Errors - Constants**
13. **Perform calculations priorities.**
14. **branching using the phrase If ... Then.**
15. **branching using the If ... Then .. Else.**

16. use of logical transactions Logical Operators with the conditional sentence If.

17. Branching using the Select ... Case.

18. Iterative loops and timers

19. The use of the phrase For ... Next.

20. Use Do while The - use tool Timer - procedure

21. Declaration for the Sub procedure.

22. Announcement function . Predefined Function.

Teacher

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